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## White Frost



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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [White\\_Frost](#).



This fan-fiction article, **White Frost**, was written by [Witcher190](#). Please do not edit this fiction without the writer's permission.

The **White Frost**, also known as the **White Chill**, the **Last Winter**, the **Great Winter**, the **End of Times**, or in the Elder Speech ***Tedd Deireadh*** ("The Final Era" or "The Last Age"), is a cosmological phenomenon of extradimensional origin that drastically accelerates the glaciation cycles of planets, reducing their duration from millions or hundreds of thousands of years to just a few millennia.

This phenomenon does not affect all planets equally, as its impact depends on multiple factors, such as the characteristics of the surrounding universe, their orbit and their axial tilt. However, rocky planets with an atmosphere and life are often the most susceptible, as their thermal equilibrium can be altered more easily.

### Contents

[\[hide\]](#)

1. Origin of the Phenomenon
2. Relation of the White Frost with Ley Lines
3. Effect of Khionites on the Atmosphere
4. Extraction from the Para-Elemental Plane of Ice
5. Image Credits
6. Notes

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## Origin of the Phenomenon

The White Frost originates from the infiltration of particles known as khionites, which come from the Para-Elemental Plane of Ice into a universe. These particles, infinitesimal in nature and similar in certain aspects to photons, possess the unique ability to interact with thermal energy actively, absorbing it rather than transporting it, making them the catalyst for the phenomenon known as the White Frost.

Postulated in the 13th century by the mage Democritus of Ban Ard, who theorized the existence of energy forms capable of interacting with heat in a unique way, his hypothesis turned out to be correct: khionites possess the remarkable property of absorbing heat from their surroundings, generating progressive cooling in the areas where they accumulate.



The White Frost upon a city

This phenomenon is due to their alien nature, as they originate from a universe whose entire composition consists of the Principle of the Second Form of [Water](#): ice. In other words, a realm composed entirely of eternal and perpetual ice, the already mentioned and well-known Para-Elemental Plane of Ice among mages.

Originally considered just a theory, the existence of the Para-Elemental Plane of Ice was confirmed in 1284 by the sorceress Clarabeth Iseabail NicFhuachd-Fadach of Nazair, following an exhaustive study of Elven legends regarding the enigmatic [Winter Queen](#), as well as the accounts passed down by islanders about the events that took place on the island of Undvik in 1272. Her research, supported by subsequent experiments that she conducted, which confirmed Democritus' theory, ultimately proved the existence of this universe and its

connection to what, over time, came to be known as the *White Frost*, in honor of the prophecy of the Aen Seidhe elven seer [Ithlinne](#).

## Relation of the White Frost with Ley Lines

Unlike other [elemental planes](#), the Para-Elemental Plane of Ice is not connected to the semi-physical channels that permeate the world with energy from the elemental planes, known as ley lines. These ley lines allow the manipulation of [Chaos](#) and the existence of extreme natural phenomena linked to each element.

Its absence from this network confirms that its nature is far too alien to the magical structure of the planet. Had it been linked to the ley lines, its influence would have eclipsed the other elemental energies, freezing the world millennia ago.

This disconnection also explains why, according to various legends of the [Old Continent](#), only the [Aen Ghele](#) elves in the [Far North](#) or extradimensional beings such as the Wild Hunt were capable of using ice magic until Clarabeth successfully extracted it from the Para-Plane during her experiments.



An energy fissure leaking khionites into the world

Instead of filtering through the ley lines, *khionites* enter the world through cosmological means—namely, via energy fissures generated by events such as the Conjunction of the Spheres or fluctuations in the very structure of the universe.

Once in the universe, *khionites* travel and accumulate, being drawn by the gravity of celestial bodies. This, in turn, generates new energy fissures on a smaller scale, which allow more particles to seep through, expanding the phenomenon and accelerating its impact.

These fissures do not follow a predictable pattern but occur randomly, depending on how much *khionites* a planet has received throughout its history. Their presence progressively alters the global climate, both due to the arrival of new particles from the cosmos and those released through pre-existing fissures.

For this reason, some theorize that the northernmost points of the world—where the veil with the cosmos is thinner—allow greater extraction of energy from the Para-Elemental Plane of Ice. It is believed that the accumulation of *khionites* and the formation of energy fissures are more pronounced in these regions due to the influence of the magnetic poles, which attract and concentrate these particles more easily.

The presence of ice elementals in frosty regions supports this theory. Before Clarabeth's research, mages believed that these beings manifested at intersections of Water ley lines. However, it has now been demonstrated that their origin is linked to the natural seepage of the Para-Elemental Plane of Ice.

These regions, mostly located in the Far North, exhibit few ley line intersections but a high concentration of *khionites*, facilitating the spontaneous crystallization of these beings.

## Effect of Khionites on the Atmosphere

The accumulation of *khionites* in the atmosphere contributes to the progressive cooling of planets by generating an inverse greenhouse effect. Instead of trapping heat, these particles absorb and dissipate it, drastically reducing the time a planet would naturally take to undergo glaciation.

Thus, it is an external and uncontrolled force whose influence can only be delayed but never entirely stopped. However, some theorize that if the seepage of *khionites* could be halted in some way (such as traveling to the Para-Elemental Plane of Ice to locate and seal these fissures), it might be possible to buy time to find a potential solution before the phenomenon becomes irreversible.

## Extraction from the Para-Elemental Plane of Ice

Nevertheless, extracting from the Para-Elemental Plane of Ice carries severe risks.

Much like how a mage who overdraws from the Plane of Water may suffer extreme cold, frost formation on their body, and vivid hallucinations, over-extraction from the Para-Elemental Plane of Ice can induce severe hypothermia and episodes of psychosis—such as those experienced by Clarabeth during her experiments.

After all, Ice is merely another form of Water, and its over-extraction, as with Water, can destabilize both the mind and body of the conjurer.

## Image Credits

- White Frost Gwent Card Art by Anna Podedworna.
- The White Frost, virtual photography by ZedoMVP.

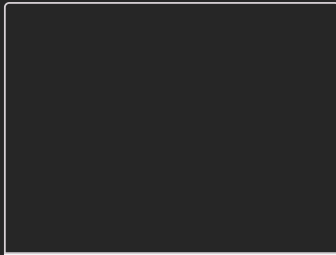
## Notes

- This article aims to unify the various interpretations of the White Frost from the books and games, integrating their most solid elements into a coherent version. Additionally, references from *The Witcher: Thursdays* have been considered for greater fidelity to the lore.

## Categories

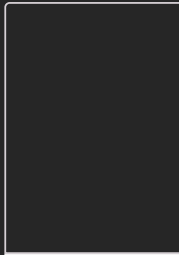
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